

## IN THE CLAIMS

Please amend the claims as follows.

- 1        1. (Currently Amended) A method of machine learning using a training  
2 process to train a learning system, the method comprising:
  - 3            presenting multiple choice queries to non-expert netizens over a network, the  
4 netizens participating in the training process;
  - 5            continually updating the system and refining the multiple choice queries based on  
6 responses to the queries provided by the netizens.
- 1        2. (Unchanged) The method of claim 1, wherein the system has certain  
2 goals including accumulating data.
- 1        3. (Unchanged) The method of claim 2, wherein at least one goal comprises  
2 a goal selected from among the following: handwriting recognition, voice recognition,  
3 building a database of queries to recognize an object, building a database of common  
4 sense.
- 1        4. (Unchanged) The method of claim 1, further comprising providing access  
2 to a domain expert to resolve conflicts between the responses of netizens, if a conflict  
3 arises.
- 1        5. (Canceled)
- 1        6. (Unchanged) The method of claim 2, wherein the goals of the system  
2 evolve as the system is updated.

1           7. (Unchanged) The method of claim 6, wherein the goals comprise a  
2 plurality of intermediate goals, that change in response to the responses while  
3 approaching a final goal.

1           8. (Unchanged) The method of claim 7, wherein one of the plurality of  
2 intermediate goals is to recognize a certain letter of the alphabet in handwriting.

1           9. (Unchanged) The method of claim 7, wherein one of the plurality of  
2 intermediate goals is to recognize a sound corresponding to a certain set of letters, in  
3 context.

1           10. (Unchanged) The method of claim 1, wherein setting up the system  
2 comprises:

3           implementing a plurality of rules for presenting questions;  
4           implementing an architecture for interacting with the netizens to enable netizens  
5           to access the system; and  
6           generating a database for storing the responses.

1           11. (Currently Amended) The A method of machine learning using a training  
2 process to train a learning system ~~claim 10,further comprising:~~

3           presenting queries to non-expert netizens over a network, the netizens  
4 participating in the training process;  
5           continually updating the system and refining the queries based on responses to  
6 the queries provided by the netizens;  
7           evaluating a reliability rating for each of the netizens; and  
8           weighting the response of each of the netizens according to the reliability rating.

1           12. (Canceled)

1           13. (Currently Amended) ~~The A system of claim 12, further comprising~~  
2       coupled to a network to present queries to and receive responses from a plurality of  
3       netizens over the network, the system comprising:

4       a user interface to present the queries and receiving the responses;  
5       a data aggregation logic to organize the responses;  
6       a query formulation logic to formulate a next query based on the plurality of  
7       responses to the last query; and  
8        reliability evaluation logic to weight each response according to a reliability of the  
9       netizen providing the response.

1           14. (Currently Amended) ~~The A system of claim 12, further comprising~~  
2       coupled to a network to present queries to and receive responses from a plurality of  
3       netizens over the network, the system comprising:

4       a user interface to present the queries and receiving the responses;  
5       a data aggregation logic to organize the responses;  
6       a query formulation logic to formulate a next query based on the plurality of  
7       responses to the last query; and  
8        conflict resolution logic to resolve conflicts between responses provided by the  
9       netizens using domain experts.

1           15. (Unchanged) A method of data aggregation over a network comprising:  
2        presenting a question to a plurality of participants over a network;  
3        receiving responses to the question;  
4        analyzing the plurality of responses to the question from the plurality of  
5       participants; and

6           formulating a next question based on the plurality of responses; and  
7           presenting the next question to the plurality of participants.

1       16. (Unchanged) A method of interacting with a user comprising:  
2           presenting a query to the user over a network;  
3           receiving a response to the query from the user, the response transmitted to a  
4           learning system;  
5           informing the user of a result generated based on the response to the query,  
6           such that the user is rewarded by being informed of the content and state of data being  
7           gathered based on the response.

1       17. (Currently Amended) A machine readable medium having stored thereon  
2           data representing sequences of instructions, which when executed by a computer  
3           system, cause said computer system to perform the steps of:  
4           presenting multiple choice queries to non-expert netizens over a network, the  
5           netizens participating in a training process of a learning system; and  
6           continually updating the learning system and refining the multiple choice queries  
7           based on responses to the queries provided by the netizens.

1       18. (Unchanged) The machine readable medium of claim 17, wherein the  
2           system includes a plurality of goals, and one of the goals is to accumulate data.

1       19. (Currently Amended) A computer data signal embodied in a carrier wave  
2           comprising:  
3           a user interaction code segment to present queries to and receive responses  
4           from netizens; and  
5           a response evaluation code segment to evaluate the responses; and

6           a training code segment to update the system and refine the queries based on  
7   the responses to the queries provided by the netizens;  
8           evaluating a reliability rating for each of the netizens; and  
9           weighting the response of each of the netizens according to the reliability rating.

1       20. (Currently Amended) A system for implementing a training process  
2   comprising:  
3           a means for presenting queries to and receiving responses from non-expert  
4   netizens over a network, the netizens participating in the training process;  
5           a means for continually updating the system and refining the queries based on  
6   the responses to the queries provided by the netizens; and  
7           a means for rewarding the netizens for participation in training the system.

1       21. (Unchanged) The system for training of claim 20, further comprising:  
2           a means for storing the responses of the netizens; and  
3           a means for weighting the responses of each netizens based on a reliability of  
4   the netizen.

1       22. (Canceled)

1       23. (New) The method of claim 15, further comprising:  
2           resolving a conflict between the plurality responses provided by the netizens  
3   using domain experts, if the conflict arises.

1       24. (New) The method of claim 15, further comprising:  
2           evaluating a reliability rating for each of the netizens; and  
3           weighting the response of each of the netizens according to the reliability rating.

1        25. (New) The machine readable medium of claim 17, further comprising:  
2            rewarding netizens for their participation in the training process